

⁹ *Wireframe And Polygon*
METHOD AND APPARATUS FOR CREATING A VIRTUAL WORLD

ABSTRACT OF THE DISCLOSURE

A method and apparatus for creating virtual worlds
5 wherein a user may begin with a database containing a
limited pictorial representation of a desired virtual world
and then edit the database to specify the remaining data
needed to create the actual virtual world. In one
embodiment of the present invention, a database containing a
10 limited pictorial representation of a virtual world is
communicated to a receiving unit, and a grouping unit
collects various descriptions of the pictorial
representation into selected groups. An attribute assigning
unit then assigns attributes to the groups. The attributes
15 may include group hierarchy, constraints of motion, color,
texture or other features. The modified database is then
communicated to a data coupling unit which couples real
world data to the groups. Finally, a rendering unit renders
the virtual world which looks and functions according to the
20 specified attributes and the real world data.